

SPECIAL 'SALUTE TO HALLOWE'EN' ISSUE!

# Sonic

the comic

Number 12 OCTOBER 30th 1993  
Britain's  
**OFFICIAL**  
**SEGA**  
COMIC  
Every Fortnight

95p

starring



## TRICK OR TREAT?

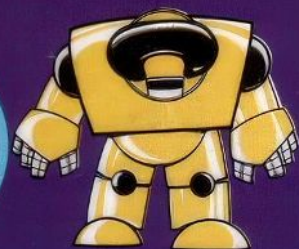
YOU DECIDE. READ DECAP ATTACK  
- IF YOU DARE!



PLUS! SONIC • STREETS OF RAGE • KID CHAMELEON!



# CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey Boomers!

Pay attention. Big things are coming and they're coming fast!

For a kick-off, this issue sees the end of the current series of **Streets of Rage** and **Kid Chameleon** (fret not, pals, they'll both be back before you know it). Which means, of course, that next issue we start two new stories. A glance to the right will tell you just what those series are. Yes, due to huge demand, **Ecco the Dolphin** is coming to STC! You asked for him and - amazingly - the humes in charge heard your pleas. Joining **Ecco** will be a brand-new **Legend of the Golden Axe**. Totals thrills or what?

That's not all. How about some free gifts for the next couple of issues? STC's 13 and 14 will feature a couple of wild and wacky items exclusively for all you great Boomers out there. Hold it, there's more! Next issue contains a great new compo with truckloads of Sonic toys and games to be won. Then in the following issue we're giving away Sonic books - dozens of them.

And then - no, I think you've had enough excitement for one Control Zone. I keep forgetting what fragile nervous systems you humes have. Just make sure you have a regular order for STC. I wouldn't want you to miss anything!

*Megadroid*

## Free Gifts!

STC starts the season of goodwill early by giving away great free gifts with the next two thrill-packed issues. Check out STC 13 for your exclusive, ready-to-wear, seriously fashionable STC belt clip! Then, in STC 14, well, let's just say that Christmas will never be the same again! Don't miss a single moment of the great things coming to you from STC. Start queuing outside your local newsagent now!

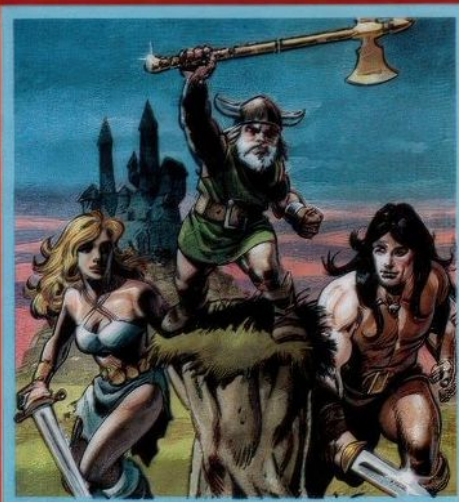
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- **Publisher:** Chris Power

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## New To STC!

Coming next issue, the start of a brilliant new series featuring one of the hottest Sega Superstars ever - plus the return of an old favourite. Feast your optic circuits on the following:

### THE LEGEND OF THE GOLDEN AXE

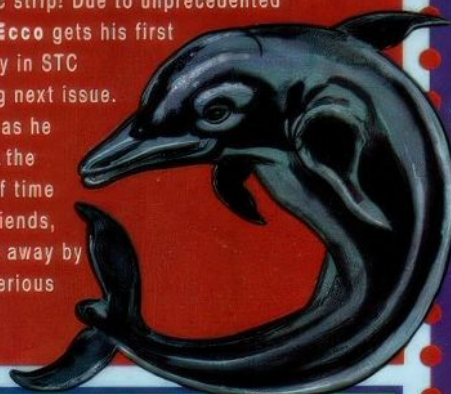


Ax-Battler, Gilius Thunderhead and Tyris-Flare return in their great new STC adventure, 'Plague of the Serpents'. Join the trio as they journey to Rockguard, home of Gilius' people - where sorcerous snakes await their arrival!

### ECCO THE DOLPHIN

You've played the game - now prepare for **Ecco** the comic strip! Due to unprecedented demand **Ecco** gets his first ever story in STC beginning next issue.

Join him as he searches the oceans of time for his friends, snatched away by the mysterious vortex.



## The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover new new entry RE re-entry

### MEGA DRIVE

- 1 **new** MORTAL KOMBAT
- 2 **down** JUNGLE STRIKE
- 3 **new** JURASSIC PARK
- 4 MICRO MACHINES
- 5 PGA TOUR GOLF 2
- 6 FLASHBACK
- 7 **down** BUBSY THE BOBCAT
- 8 **down** COOL SPOT
- 9 **down** ECCO THE DOLPHIN
- 10 **RE** SUPER KICK OFF

### MEGA CD

- 1 **new** BATMAN RETURNS
- 2 **down** NIGHT TRAP
- 3 **down** FINAL FIGHT
- 4 **down** SHERLOCK HOLMES
- 5 **up** ROAD AVENGER
- 6 **up** PRINCE OF PERSIA
- 7 **down** JAGUAR XJ220
- 8 **down** TIME GAL
- 9 **down** AFTERBURNER 3
- 10 **down** BLACK HOLE ASSAULT

### MASTER SYSTEM

- 1 **new** MORTAL KOMBAT
- 2 **down** ASTERIX
- 3 **down** SONIC THE HEDGEHOG 2
- 4 **down** MICKEY MOUSE 2
- 5 **down** ALIEN STORM
- 6 **RE** TAZ-MANIA
- 7 **RE** MICKEY MOUSE
- 8 **down** DOUBLE DRAGON
- 9 **new** WORLD TOURNAMENT GOLF
- 10 **down** CHAMPIONS OF EUROPE

### GAME GEAR

- 1 **new** MORTAL KOMBAT
- 2 **down** SONIC THE HEDGEHOG 2
- 3 **up** LEMMINGS
- 4 **down** MICKEY MOUSE 2
- 5 **down** WORLD CUP SOCCER
- 6 **down** TAZ-MANIA
- 7 **up** NINJA GAIKEN
- 8 **down** STREETS OF RAGE 2
- 9 **RE** TERMINATOR
- 10 **RE** SUPER KICK OFF







PLANET MOBIUS, S.R.R. \*

DEEP IN THE WEIRD  
AND WHACKY WORLD  
OF THE HIDDEN ZONE!!!

LOOK!  
UP IN THE  
SKY—A  
SHOOTING  
STAR!

\*STILL RULED  
BY ROBOTNIK!

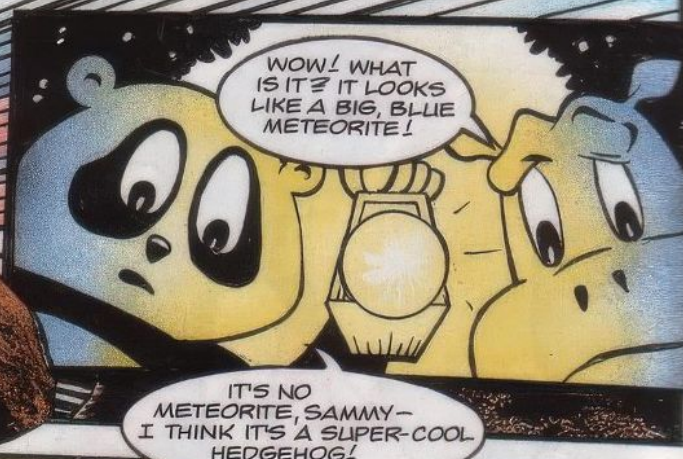


ISN'T THAT  
BEAUTIFUL?

THAT'S NOT  
A SHOOTING STAR,  
SAMMY—IT'S COMING  
STRAIGHT TOWARD  
US!

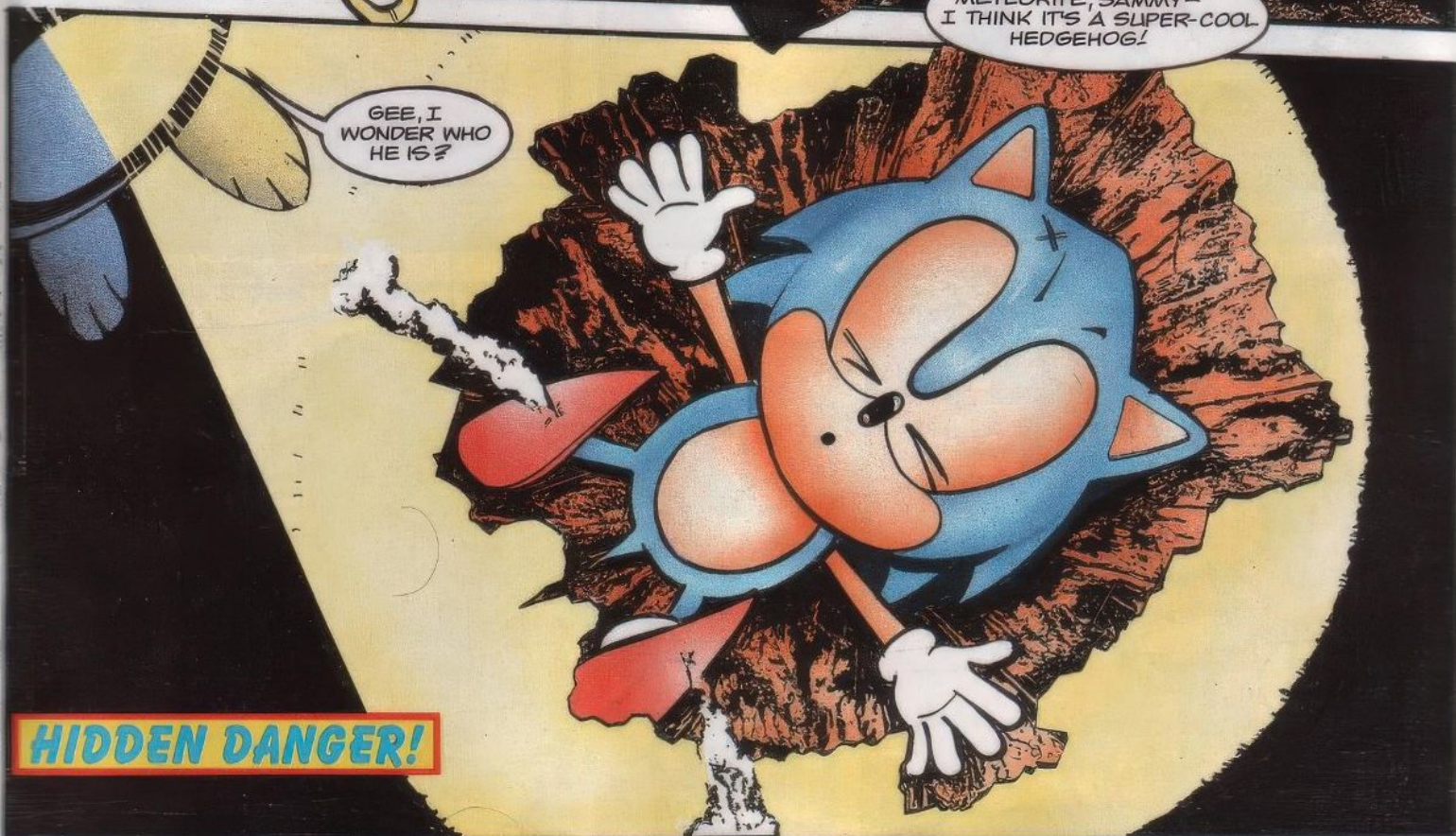
# Sonic

THE HEDGEHOG



WOW! WHAT  
IS IT? IT LOOKS  
LIKE A BIG, BLUE  
METEORITE!

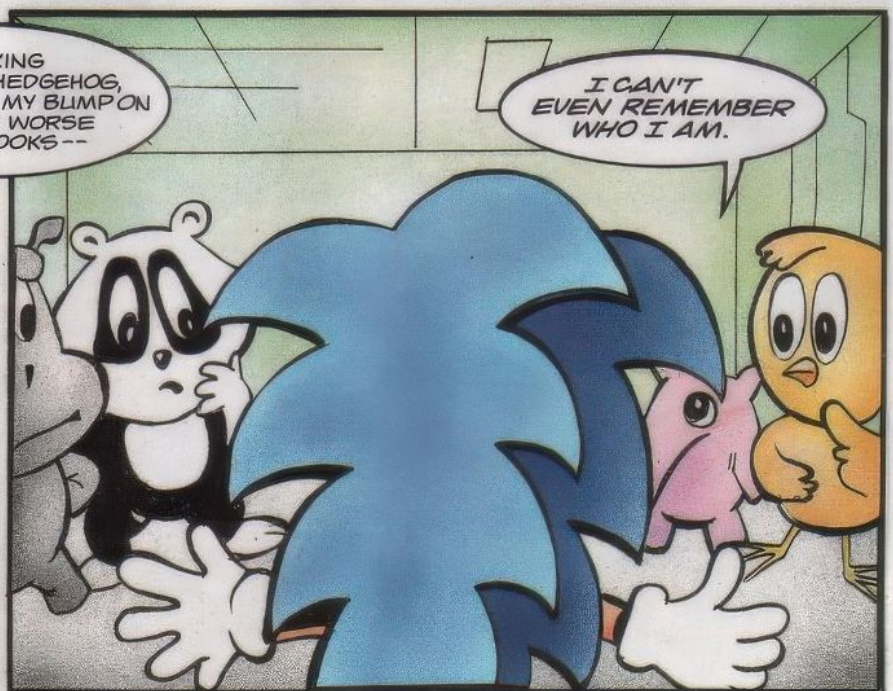
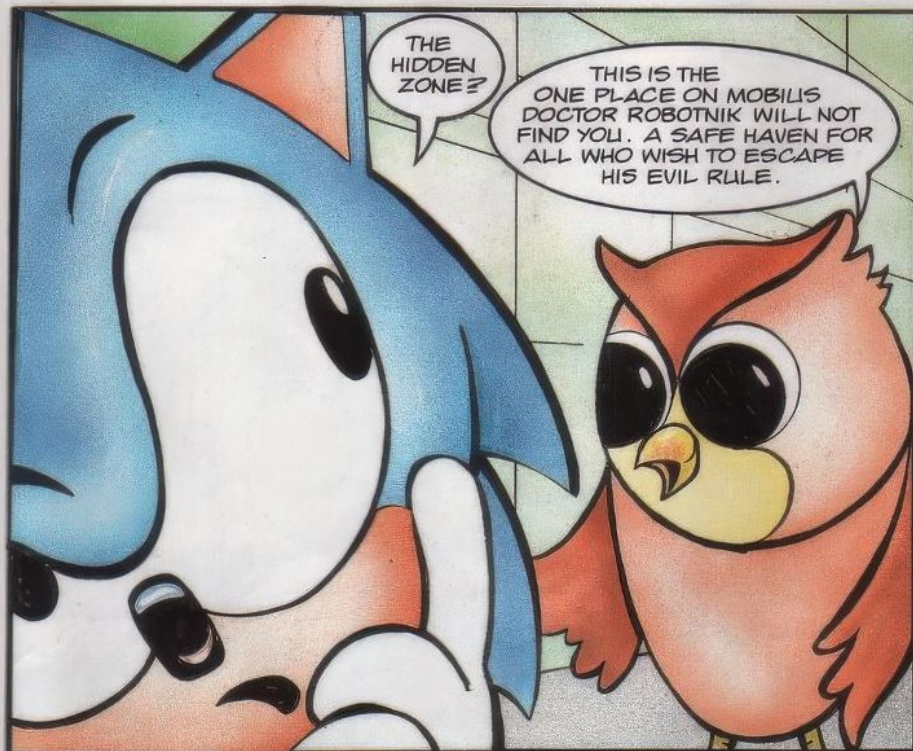
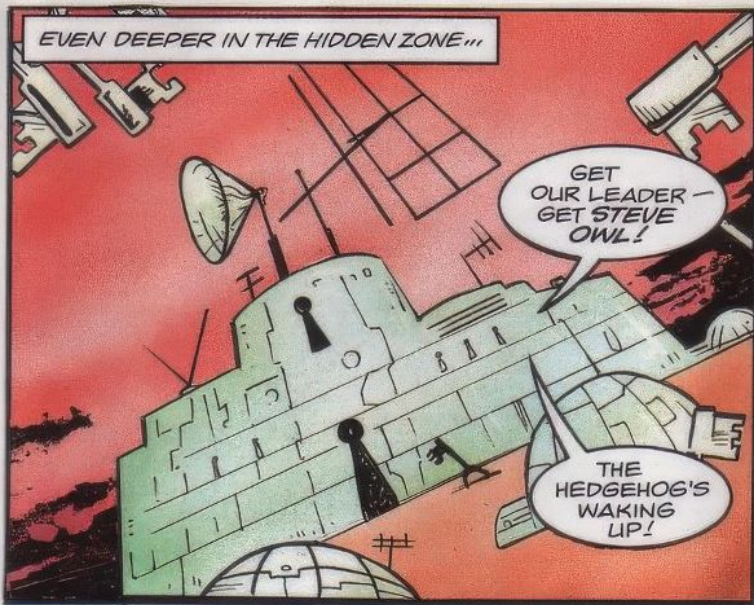
IT'S NO  
METEORITE, SAMMY—  
I THINK IT'S A SUPER-COOL  
HEDGEHOG!



GEE, I  
WONDER WHO  
HE IS?

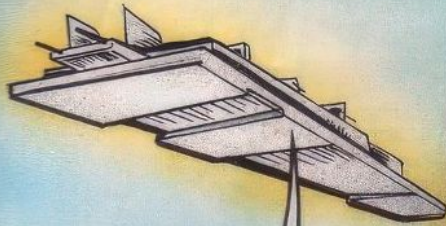
HIDDEN DANGER!







MEANWHILE, ON DOCTOR ROBOTNIK'S NEW SKY FORTRESS.



OUR MISSION WAS A FAILURE, DOCTOR ROBOTNIK. SONIC ESCAPED US YET AGAIN!

HAHAHA!  
YES, I  
KNOW!

BUT AREN'T  
YOU ANGRY, DOCTOR  
ROBOTNIK - ER, OH GREAT  
ONE? AREN'T YOU GOING  
TO MAKE US LISTEN TO  
'TAKE THAT' AGAIN AS  
PUNISHMENT?

NOT AT  
ALL! SONIC  
MAY HAVE WON A  
BATTLE BUT THE  
WAR CONTINUES.



THAT LITTLE  
BLUE RODENT HAS  
LED ME STRAIGHT TO THE  
HIDDEN ZONE - A VAST  
AREA I'VE WAITED  
TO PLUNDER FOR  
YEARS!

SEE, MY  
BADNIK'S ARE  
READY FOR  
CONQUEST!



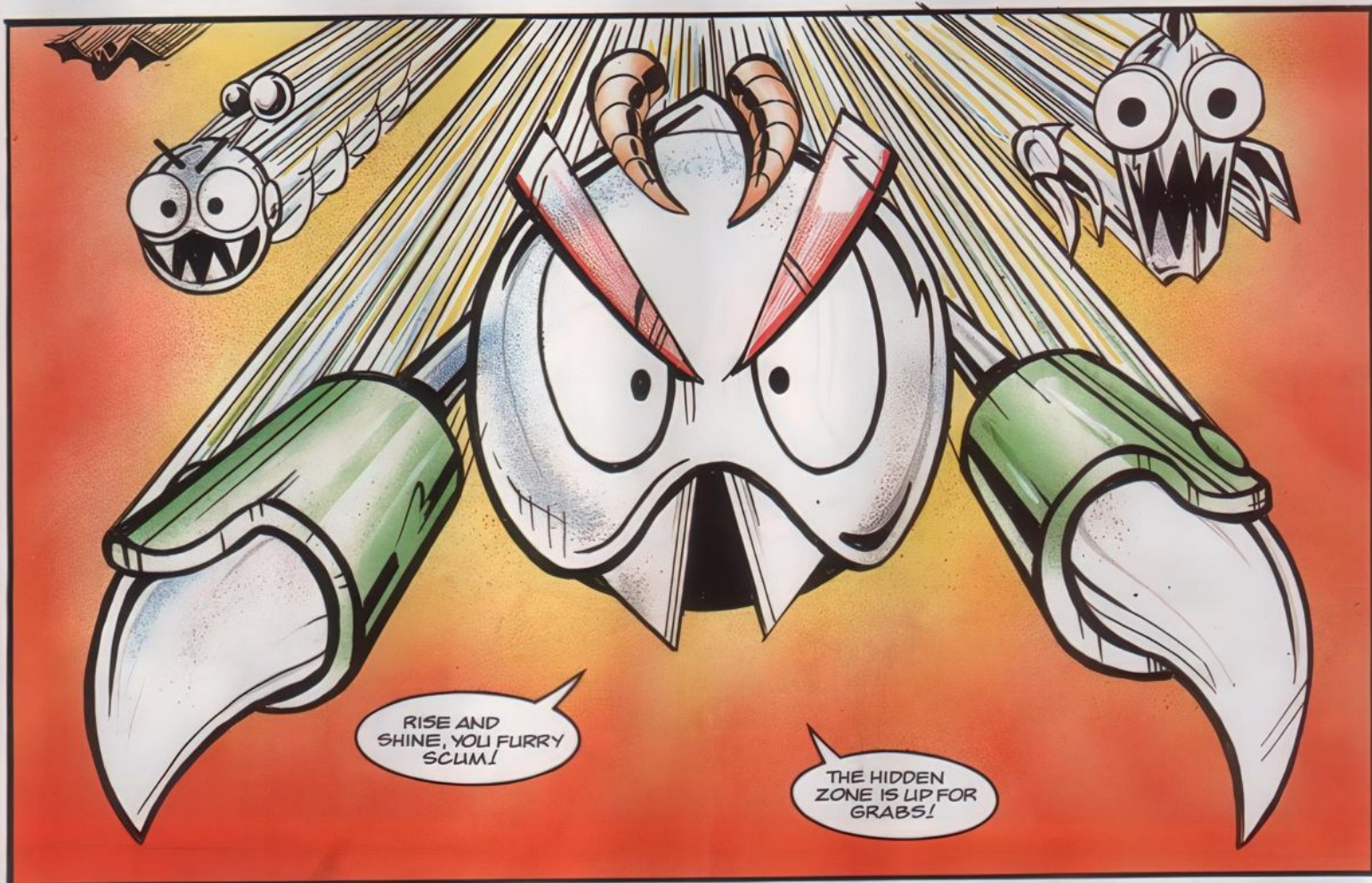
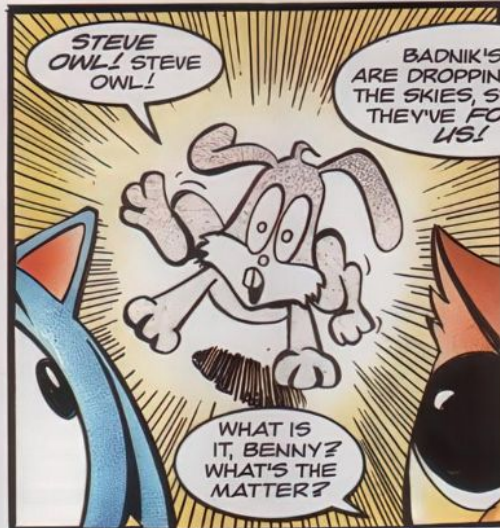
WHAT DO  
WE WANT?

AN END  
TO THE HIDDEN  
ZONE!

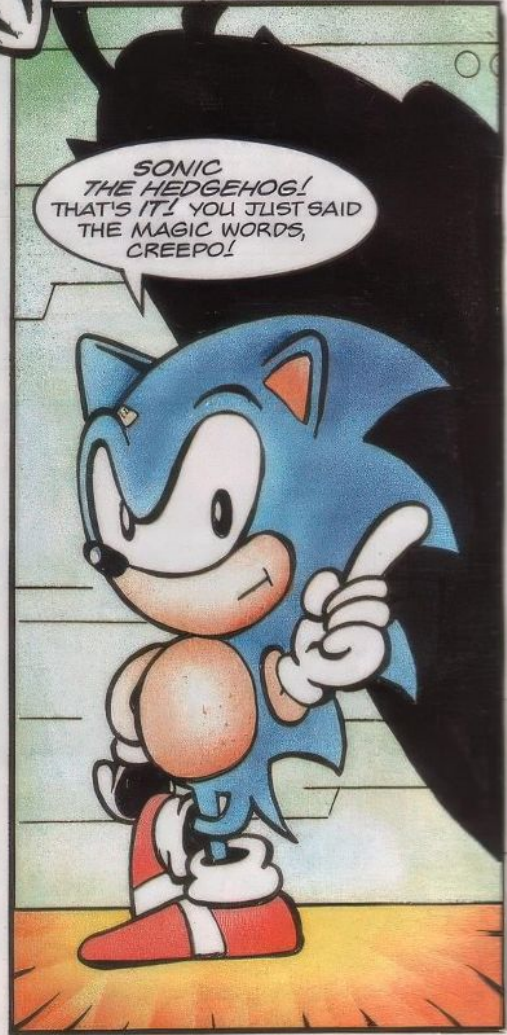
WHEN DO WE  
WANT IT?

AT  
THE EARLIEST  
OPPORTUNITY!

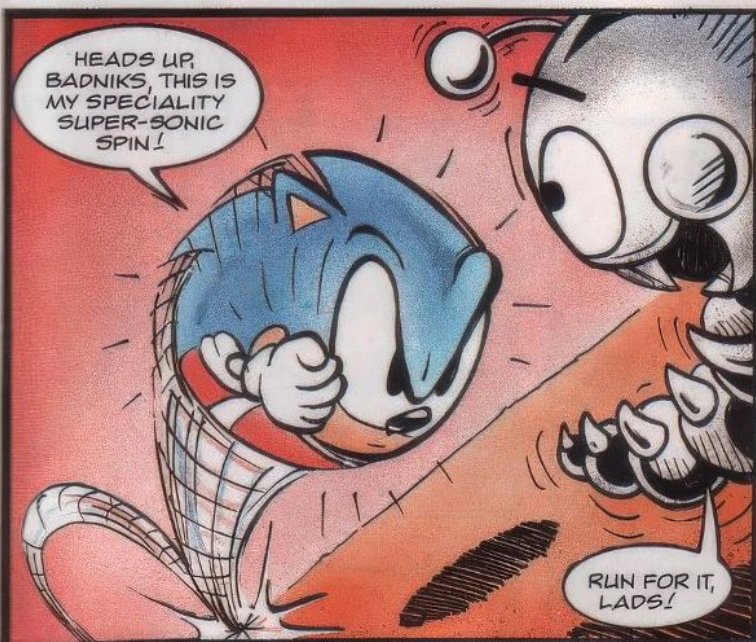
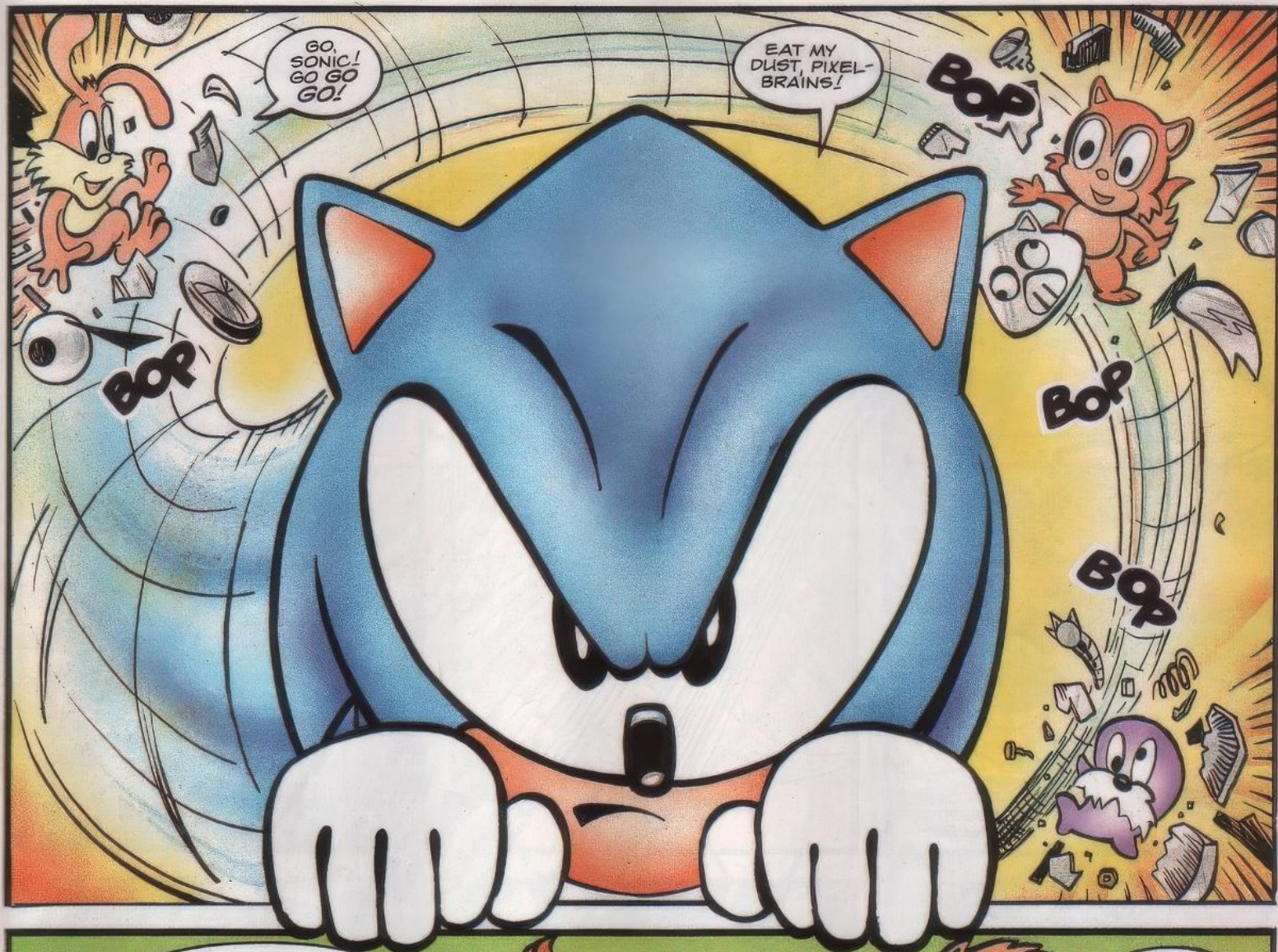




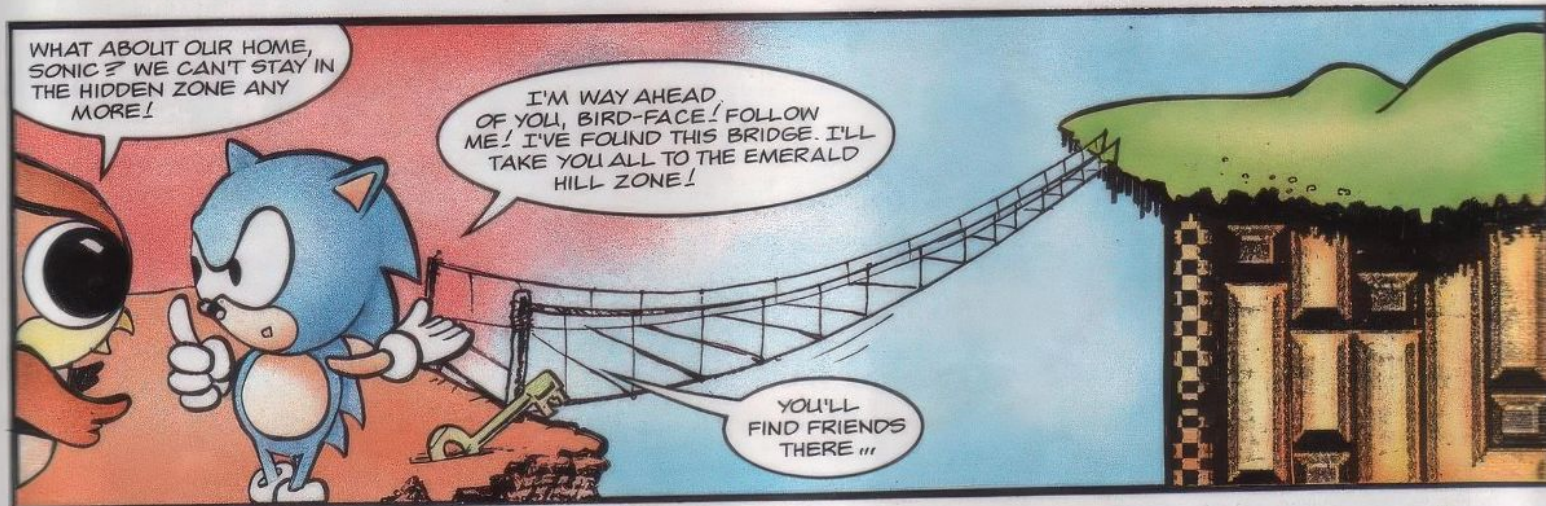














# REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.

**STC REVIEWERS THIS ISSUE:**  
Vincent Low & David Gibbon.

## COSMIC SPACEHEAD

game type: **ARCADE ADVENTURE**  
**1 PLAYER**



If there's one alien that's very frustrated, it's **Cosmic Spacehead**. Can you believe it? He has just discovered some place called Earth, yet no one on planet Linoleum believes him!

Not to be outdone by setbacks, Cosmic decides to go back to Earth, which is where you come in. You must help Cosmic regain respect by finding a spacecar and a camera, then fly to Earth, take some snaps and return to glory!

The game contains two main parts - the adventure and arcade sections. In the adventure parts, Cosmic can use one of five different options to get further - Pick Up, Talk, Look, Use and Give. An inventory appears at the bottom of the screen, allowing you to see and interact with the objects Cosmic is carrying.

Each adventure section is connected by one of 32 arcade sequences where you control Cosmic directly instead of using commands. Here, you can move him left, right or jump. There are enemies to avoid (they can't be killed) and Cosmic Candy to collect. An extra life will be awarded if 10 pieces of Candy is picked up.

**Cosmic Spacehead** has all the qualities of an excellent game; addictive, very playable, great graphics, and it's entertaining. You can have discussions with people, have your photo taken in the photo booth and even gamble your

money in the fruit machine. Cosmic is one cool alien! - DG.



Mega Drive



Mega CD



Master System



Game Gear

## STC Rating System

under 40% - Yawnsville  
40 - 70% - Normalsville  
70 - 80% - Fun City  
80 - 90% - Big Time City  
over 90% - Mega City!

## FAST FAX

PUBLISHER PRICE  
**CODEMASTERS £39.99**

### GRAPHICS

..... 87

### SOUND

..... 84

### PLAYABILITY

..... 92

### RAVES : GRAVES

Highly original mix of arcade and adventure games

Some of the puzzles are difficult to solve

**OVERALL 90%**

## SONIC CHAOS

game type: **ACTION**  
**1 PLAYER**



The new Sonic game has arrived! **Sonic Chaos** is the latest in the **Sonic** series for the Sega 8-bit systems, the Master System and Game Gear.

So what's new, I hear you ask?

Well, Doctor Robotnik is at it again. But, this time he has managed to hide the six Chaos Emeralds from Sonic.

To find them, Sonic has to speed through six zones, each with three sub-stages and a boss at the end of each third stage.

There are two ways to play **Sonic Chaos**; you can choose to be either Sonic or Tails at game start. If you are Tails you cannot collect Chaos Emeralds and you cannot see the game ending, but you can use your Tail to fly around for short periods of time. If you choose Sonic, you effectively enter the hard mode and can do all the necessary things to finish the game.

There are lots of goodies and new moves for Sonic to do. He can collect jet boots and use them to fly for a short time, and there are also pogo pads for Sonic to bounce around on. The courses are a lot more tortuous and tricky than before. There is even a vertical version of Sonic 2's Moebius Strip to roll down.

To get a Chaos Emerald you have to first collect 100 rings and you are then automatically warped to the Chaos stage. Each of the six Chaos stages is different. Some of them are fiendishly cruel and tricky!

You have a limited time to find each Emerald. The stages vary from flying rocket shoes through massive rings to rolling around mind-numbing pipe sets!

If you do manage to collect all six Chaos Emeralds (and it's not easy) and get through all six stages, you are treated to a real gem of an end sequence. Yes, I claim to be the first person to crack **Sonic Chaos** in Europe! - VL.





## OTTIFANTS

game type: PLATFORM  
1 PLAYER



**Ottifants** is one of the first games to come from Sega Europe, instead of Japan. It has been developed for the Sega Mega Drive, Master System and Game Gear (this review features the MS version).

**Ottifants** is based on a very famous German cartoon character. The storyline has little baby elephant Otto waiting for his dad to come home from work. Otto has a very vivid imagination and he sees his room and everything around him as a fantasy world.

In the game you have to guide baby Otto around some very colourful and dangerous scenes, collecting jellybabies and destroying, or avoiding nasties.

An original touch is that baby Otto can use his trunk to fire at the nasties around him. He can also use his trunk to suck objects towards him, and pick them up and drop them at will. There are some puzzles to solve as well.

The action is pretty hectic and you have to really learn where the safe spots are along the way. You also have to collect papers that have fallen from Otto's dad's briefcase.

Overall, **Ottifants** is a colourful romp with some great graphics and fun touches, like Otto doing some weird 'bottom wiggles' if you leave the joystick for a while! - VL.



## FAST FAX

PUBLISHER PRICE  
SEGA £30.00

### GRAPHICS



### SOUND



### PLAYABILITY



### RAVES : GRAVES

Looks great



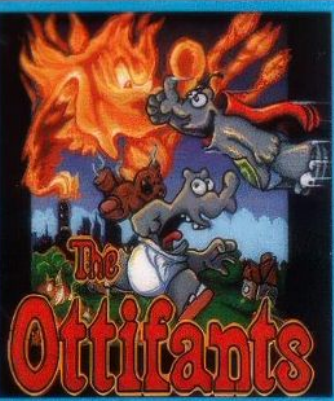
Lacks real

addictive play



OVERALL

70%



## FAST FAX

PUBLISHER PRICE  
SEGA £35(MS)  
£30(GG)

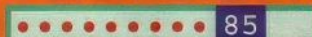
### GRAPHICS



### SOUND



### PLAYABILITY



### RAVES : GRAVES

Brilliantly  
playable and  
very  
challenging

OVERALL

85%





# REVIEW

## B.O.B.

game type: PLATFORM  
1 PLAYER



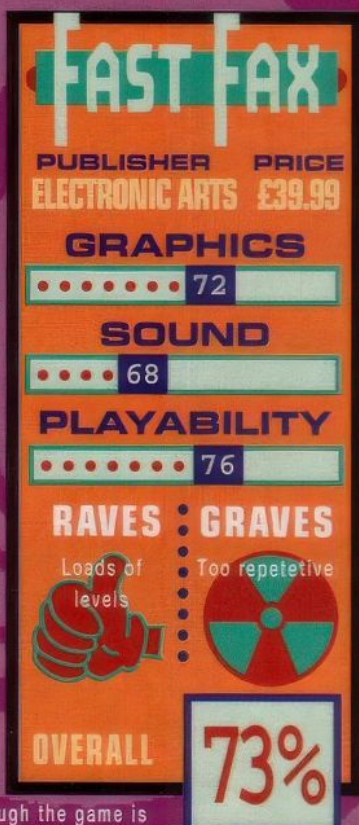
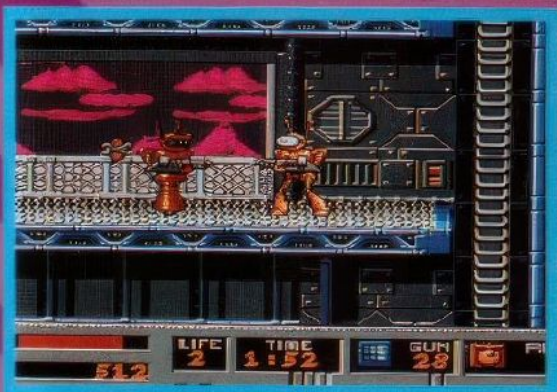
Foley Hi-Tech Sytems, a development house, have recently been dreaming up new ideas for a game. After many hours, they came up with an alien with a very strange sense of humour known as B.O.B, they then promptly sold the game to EA.

B.O.B. is a very lonely old chap. His car has crashed on Planet Groth, so he must find a new set of wheels to escape and reunite with his girlfriend, Lo. At present, though, he's on the planet on his lonesome, except, of course, for those nasty Groth people known as Denizens. They just want Groth for themselves and don't like any visitors!

The game starts with B.O.B. having three lives, a single shot-gun with fifty rounds and three remote trampolines. The basic idea is to travel through each level collecting items such as powerful weapons; different remotes and destroying the baddies, then jumping into the swirling teleporter to the next level.

With over forty-five levels to get through the game is pretty big. Unfortunately, big is not always beautiful. The graphics are very similar on each level making the game very boring to play.

I suggest you play **Jungle Strike** and then play this - it's hard to believe they are from the same company. Don't get me wrong, the game is a very nice platformer, but lacks many important factors to make it a winner - such as fun. - DG.



## ASTERIX

game type: PLATFORM  
1 PLAYER



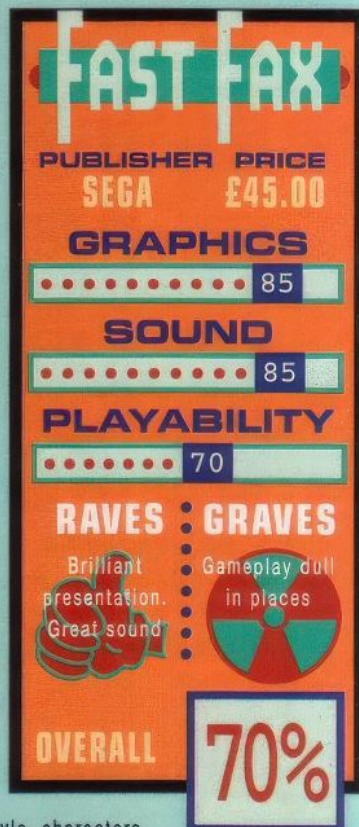
Paf! Asterix The Gaul, star of countless superb French comic strips, arrives on the Sega scene.

At 16 Mb it is one of the bigger games around (all the more room to find those 'crazy' Romans!) and, not surprisingly for such a Euro superstar, features a multi-language option with French and German text.

On starting **Asterix** you can choose from either Asterix or Obelix as the character you want to play. You then have to work your way through each level collecting potions, taking out brutish nasties and solving puzzles.

Depending on which character you choose to play the scene varies. It's not just a case of the same scene with a different main sprite, the levels are actually different! Each character has their own special way of defending themselves. Asterix has a good old fashioned paf'em punch, while Obelix can do slam attacks with his big belly and can also thump his enemies.

The game is faithful to the French comic strip with the same presentation style, characters and action with 'Zap' and 'Paf' bubbles when Asterix hits his enemies.



**Asterix** on the Mega Drive has some of the best graphics you will ever see, plus tunes which have you humming away long after you stop playing the game. A very polished game for the seasoned platformer! - VL.





SORRY, I CAN'T STOP TO TALK.  
I CAN'T EVEN STOP TO THINK.

WE FINALLY TELEPORT SUZI OUT OF WILD  
SIDE AND GUESS WHAT HAPPENS. NOT  
ONLY DO I LOSE MY IRON KNIGHT  
PERSONA, BUT NOW I GOT A MANIC  
METAL MONKEY ON MY BACK. . .

CHAMELEON!  
CHAMELEON!

# KID CHAMELEON

PART 6

THIS IS SERIOUS. FOR THE  
FIRST TIME SINCE I  
ENTERED THE GAME,  
I CAN'T TRANSFORM!

HEY,  
WATCH THE HAIR.  
BANANA BREATH!

CHAMELEON!

FTOON  
FTOON! BKKOW!

I'VE TAKEN SO MANY HITS FROM THIS BEAST,  
I'VE LOST MY CHAMELEON POWERS.



NOW IT'S JUST LITTLE  
OLD CASEY VERSUS THE  
BIG BAD MONSTER.

**BDOOM!**

RAD SKATE  
FURY!

AND I WOULDN'T LIKE TO  
BET ON THE OUTCOME.

**THDDAM!**

IF I LOSE HERE, I'M NOT SURE IF I'LL EVER GET  
OUT OF THE WILD SIDE VIRTUAL REALITY.

HEY! NO-ONE  
LIKES A  
SMARTY PANTS!

THIS THING'S PULLING WEAPONS OUT OF THE AIR  
AND I'M GETTING TIRED AND I'M GETTING SLOW.

WHAT WOULD RED STEALTH  
DO IN THIS SITUATION? HOW  
WOULD EYECLOPS REACT?

THIS IS THE FINAL CHALLENGE.  
I'M DOWN TO MY OWN WITS  
AND MY OWN NERVE.

EAT  
THIS!

I NEED MICROMAX  
SPECIAL POWERS OR  
BERZERKER SPECIAL  
STRENGTH.





NOW -- WHILE HE'S OFF-BALANCE...

HOLD THAT POSE, UGLY!



SAY GOODBYE, SUCKER!

SMACK!



TOTAL WIPEOUT!

YES! I'VE BEATEN THE GAME. NOW I'M OUT OF HERE!

MY CONGRATULATIONS, CHAMELEON. WITH THE GIRL, YOU ARE THE ONLY ONE TO LEAVE...

VWORP! VWORP!

ONLY ONE? WHAT DO YOU MEAN?

GAME OVER.

WHERE IS SUZI? AND WHAT'S HAPPENED TO BRAD?







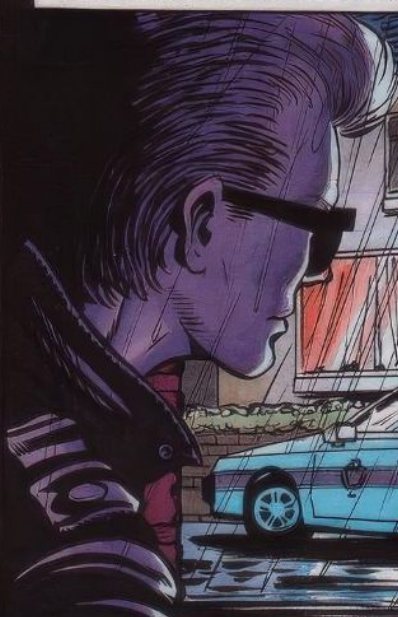
SUZI?

IT'S LATE. HAD TO SLIP OUT OF THE ARCADE BY THE BACK WINDOW. THEY'D LOCKED UP FOR THE NIGHT.

DOWN THE STREET I FEEL THE WIND AND THE RAIN. REAL WEATHER AGAIN--NOT VIRTUAL SHOWERS OR DIGITAL BREEZE.



AND SUDDENLY, BACK IN THE SIDE STREETS, WILD SIDE DOESN'T SEEM NEARLY SO REAL. THE MONSTERS WERE JUST COMPUTER SPRITES. THE VOICE WAS SOME SPEECH SYNTHESIZER. EVEN SUZI WAS ONLY A HOLOGRAM.



STATE OF THE ART. LIKE THEY SAID IN THE HYPE. BUT JUST A GAME.



IF YOU'D JUST LIKE TO GIVE US SOME DESCRIPTION OF THE BOY...

WELL, HE'S ABOUT SO TALL. ALWAYS WEARS HIS SUNGLASSES--EVEN IN THE DARK...

BLESS THIS and 12.0.0.0

MUM? WHAT'S GOING ON?



CASEY! DO YOU KNOW WHAT TIME IT IS? I'VE BEEN WORRIED SICK!

I WAS DOWN THE ARCADE PLAYING WILD SIDE. IT'S NEW. IT'S INCREDIBLE.



OH, CASEY! NOT MORE MINDLESS VIDEO GAMES!

I JUST KIND OF LOST TRACK OF TIME...

AND DRAGGING SUZI INTO IT AS WELL. SHE DENIES IT, BUT DON'T TELL ME YOU HAVE NOTHING TO DO WITH HER STAYING OUT HALF THE NIGHT.

HALF THE NIGHT?



I'VE ONLY JUST GOT HERE. I WAS PLAYING WILD SIDE. IT WAS... STRANGE. I THOUGHT I WAS TRAPPED.

LIKE A GOLDEN BIRD IN A NEON CAGE?



YEAH. HOW DID YOU--?



WELL, I'M REALLY SORRY TO HAVE BOTHERED YOU, CONSTABLE.

WE'RE JUST GLAD HE'S SAFE.

YOU HAVE TO LEARN, CASEY. HOW ARE YOU EVER GOING TO DEVELOP ANY INITIATIVE OR INTELLIGENCE IF YOU SPEND ALL YOUR TIME PLAYING COMPUTER GAMES!

I'M SORRY, MUM.

YOU JUST DON'T REALISE WHAT YOU'VE DONE TO ME AND SUZI'S PARENTS, DO YOU? AND I'M SURE BRAD'S MOTHER MUST STILL BE FRANTIC.

BRAD'S MOTHER?

BRAD'S MISSING TOO. YOU HAVEN'T SEEN HIM?

N-NO. NOT SINCE THIS MORNING...

THEN I WAS RIGHT. IT'S NO NORMAL GAME. IT'S EVIL AND SOMEHOW IT'S TRAPPED BRAD.

FAR AS I CAN SEE, THERE'S ONLY ONE WAY TO BEAT IT AND ONE PERSON TOUGH ENOUGH.

I'VE GOT TO GO BACK TO WILD SIDE.

ONLY THE BEGINNING!  
KID CHAMELEON RETURNS SOON!



# NEWS Zone

## BOOK BLITZ!

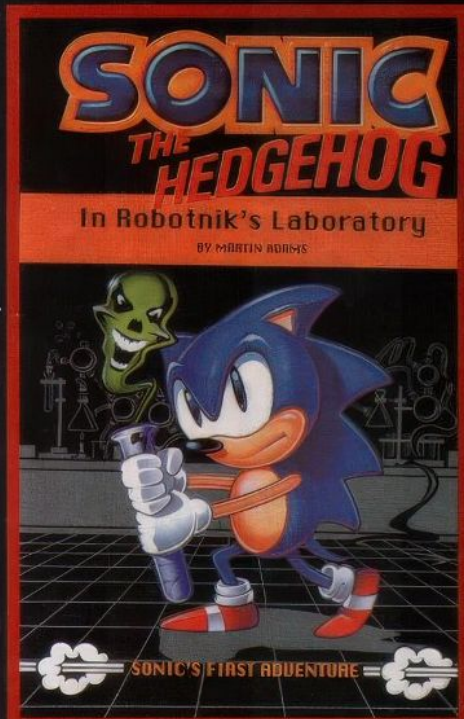
### Sega and Sonic reading matter from Virgin

Virgin Publishing (not be confused with Virgin Games, Virgin Interactive, Virgin Records or Virgin Cough Drops), has announced a new line of books catering for Sega and Sonic the Hedgehog fans alike.

The World's most famous blue hedgehog appears in two new novels; **Sonic The Hedgehog in Robotnik's Laboratory** and **Sonic The Hedgehog in The Fourth Dimension** (£2.99 each). Described as 'totally cool reading', these

first two books will be followed by two more Sonic novels in November and January.

The Official Sega Mega Drive Power Tips Book 2 follows last year's mega-selling 'Power Tips' book with an all-new package of game hints and tips. Mega Drive games in this edition include *Cool Spot*, *Alien 3*, *Road Rash 2*, *Jungle Strike*, *Mortal Kombat*, *Sonic 2*, *Flashback* and about a zillion more. Superbly illustrated with full colour screen shots and maps throughout, this is the book for all



you baffled gamers. It costs £9.99.

More hints and tips, plus reviews of over 250 games for all the main Sega systems, can be found in **Mean Machines: The Essential Sega Guide**. This book, modestly describing itself as 'The Bible for Mega Drive, Mega CD, Master System and Game Gear owners', is excellent value for money. It costs £12.99 to buy but includes vouchers which will get you up to £30 off Sega games from Virgin.

These books are available at all good book and game shops but if you'd like to get your hands on them for free, keep your eyes on **Sonic The Comic!**



## SONIC THE TV STAR!



Sonic and his pals get a tough new image as 'The Freedom Team'!

### Sonic's own TV show starts next week!

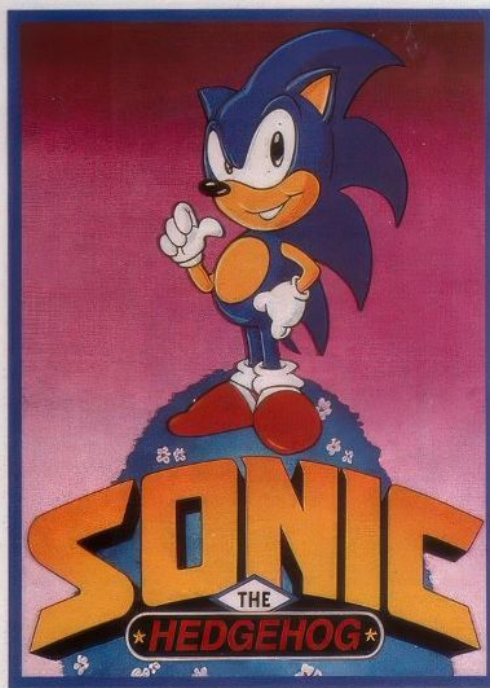
Sunday mornings are about to get interesting. From next week the animated adventures of a certain super-cool, blue hedgehog will be filling TV screens across the nation as Channel 4 begins the **Adventures of Sonic The Hedgehog**.

This series of half-hour animated shows originated in America features the ongoing battle between Doctor Robotnik and Sonic. Following events similar to those seen in STC's own *Sonic* series (though in no way connected with this comic), the storyline has Sonic with a price on his head and on the run from Robotnik's 'elite' Super Special Sonic Search and Smash Squad. However, he always has time to stop and help out his pals whenever they get in trouble.

The **Adventures of Sonic The Hedgehog** kicks off on Channel 4, Sunday 7th November at 9.30 am. Miss it not.



TV's 'new look' Robotnik. A change for the better?





# THE SHOW IS GO!

## FREE tickets to the year's biggest show!

The second Future Entertainment Show is less than two weeks away - and you could be there **free**, thanks to STC! We have 20 pairs of tickets to give away absolutely free of charge to the first 20 people who ask for them. But you've got to move fast. Scope out the details at the end of this item.

The Future Entertainment Show is Britain's biggest computer and video game show and is a must for all serious gamers.

Sega will be there, along with most of the big name companies. You'll be able to get your hands on the very latest and hottest games, take part in challenges, rub shoulders with celebs and a whole lot more. For example the Future Entertainment Show offers:-

## The second Future Entertainment Show

**11 - 14 November • London Olympia**

- The world's largest video games arena. A 1,000 square metre area featuring top software houses and their newest products.
- The final of the European Sensible Soccer Championships with the winner receiving two tickets to a European match of their choice.
- The first International Computer Pinball Championships. First prize of a trip for two to the Consumer Electronics Show in Chicago.
- The National Computer Games Championship Final. £10,000 to the winner, £4,000 to the runner-up.
- Radio One FM and GamesMaster broadcasting live from the show.
- Major new hardware and software launches from the top companies.

The FES is on at the Grand Hall Olympia, London, from 11th - 14th November. Admission is by ticket only. Call the ticket hotline, 051 356 5085, for full details. BUT - you could get in for free. Read on...

## RUSH! RUSH! RUSH!

**20 PAIRS OF FES TICKETS TO GIVE AWAY**

**FREE!**

The organisers of The Future Entertainment Show (generous souls that they are) have given STC, 20 pairs of tickets to the show - which we want to give you - for free. Only problem is, there's not much time. The show opens on Thursday 11th November - so it's first come first served. Act now or it may be too late!

## NEWS

## ELEPHANT OF STEEL!

### Codemaster's new jumbo whopper

An elephant that's a mixture of Superman and Christopher Columbus? Is Codemasters serious? They seem to be since they have named their latest video game star Columbus Jumbo. C.J., as is he known to his friends, is said to be the bravest elephant ever to walk the Earth. He has featured on other machines before, but this is his first outing on Sega.

Kidnapped from his herd in Africa, the story goes, C.J. is imprisoned in an English zoo. He manages to escape and heads straight to London, where he dodges (among other things) overhead attacks from digestion troubled pigeons! Next, he's off to travel the world through six zones (each zone contains three levels), with the obstacle of defeating a chief fugitive at the end.

C.J. has to confront different enemies in each country. For example, in France he has to contend with snails and hopping mad frogs, while in Egypt he's up against evil mummies. However, this elephant has a special trick up his trunk to defeat them. After collecting an unlimited supply of peanuts, he blows them out his trunk at bullet-speed.

C.J. - **Elephant Fugitive** will be sticking his trunk into Game Gear's and Master Systems this November. A full STC review will appear in the near future to let you know if it's worth stampeding the shops!



### WHAT TO DO

Send a first class stamped, self-addressed envelope to: STC/FES FREEBIE, 25-31 TAVISTOCK PLACE, LONDON WC1H 9SU. This must arrive by Friday 5th November at the very latest. That's only six short days from the day this issue of STC goes on sale.

The first 20 requests pulled from the mailsack on that day will each receive a pair of admission tickets to The Future Entertainment Show, which will be immediately posted back to the sender in the SAE provided.

Remember: 1/ You must send a stamped self-addressed envelope (standard size). 2/ It must have a first class stamp already on it to be sure of the tickets reaching you in time.

Why are you still reading this? The clock's ticking. Get that SAE in the post this minute!





TWO GOOD COPS RESIGNED FROM A CROOKED POLICE DEPARTMENT-- NOW ONE OF THEM MAY HAVE TO PAY WITH HIS LIFE.

# STREETS OF RAGE

Part 6



WHAT'S THE MATTER, MAX? BREAK SOMETHING?



SOUNDED LIKE A FEW RIBS TO ME...OR MAYBE A LEG...OR A HIP.

HOW ABOUT YOUR HEAD, SCUM?

DAMN!

KRUNGG!



YOU'RE SLOWING DOWN, MAX.

YOU WERE FASTER IN THE OLD DAYS...





...WEREN'T YOU,  
'PARTNER'?

OH MY LORD! MAX  
IS STILL IN  
THERE, AXEL!

WE'VE GOT  
TO HELP  
HIM!

WE CAN'T GO  
INSIDE, BLAZE,  
IT'S SUICIDE!



MAX HAS TO  
FIGHT THIS ONE  
ON HIS OWN!

TRY THIS,  
'OLD BUDDY'!

**KRAK!**



**NO!**

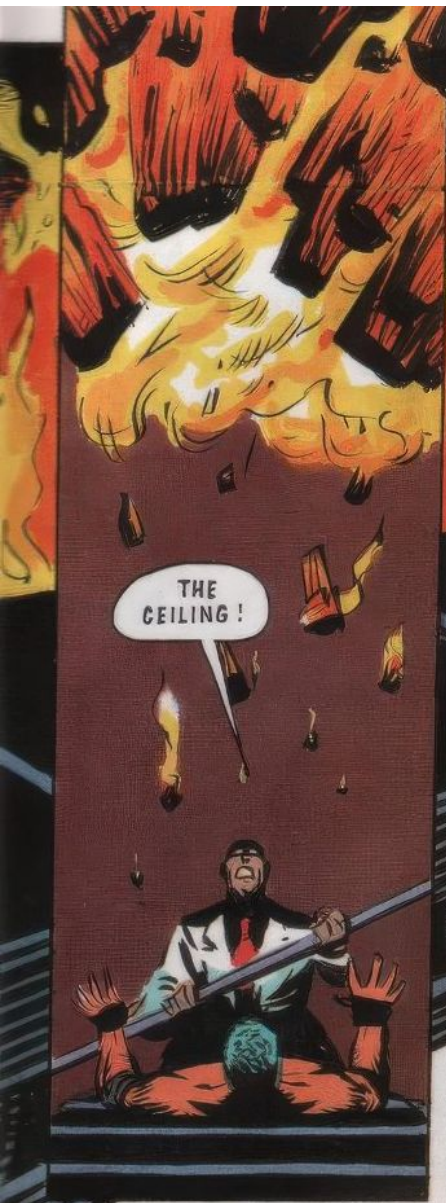
THE PLANT SHUDDERS --  
ITS FOUNDATIONS WEAK  
AND CRUMBLING.

DEEPER AND DEEPER  
THEY TUMBLE...

...INTO THE HEART  
OF THE MACHINE.

MY BACK!





THE  
CEILING!



MISSED US!  
DON'T WORRY, MAX!  
I'LL MAKE THIS  
QUICK!

WE'RE HEADING  
FOR THE SLAG-PIT,  
YOU CREEP!



THIS IS IT, MAX!  
THIS IS WHERE I  
SETTLE THE SCORE,  
MAX!

DON'T COUNT ON IT,  
SCUM! IF I CAN  
SHIFT THIS ROCK...



...THIS IS  
WHERE YOU  
GO FOR A  
HOT BATH!



NO, MAX!

NOAAAGH!



FIGURE I  
SHOULD HAVE  
DONE THAT  
YEARS AGO!





OVER THERE!

THERE'S SOMEONE  
COMING OUT OF  
THE FACTORY!

IT'S MAX!

MAX!  
YOU OKAY,  
BUDDY?



I'LL LIVE.  
THANKS A  
BUNCH FOR  
COMING  
FOR ME.

MAX HATCHET AND  
BLAZE FIELDING  
ARE UNDER ARREST,  
AXEL -- THEY'RE  
EX-POLICE OFFICERS  
AND THEY JUST  
BROKE THE LAW.



BUT YOU, YOU'RE STILL  
A COP, WISEGUY--

AND YOU'RE IN  
BIG TROUBLE!

CAPTAIN  
WYNDAM...



SHUT THE  
HELL UP!

**WHUMMP!**

UNGHH!



CONSIDER THAT  
MY RESIGNATION,  
FATBOY!

I QUIT!

WHAT ABOUT  
YOU, MURPHY?  
ARE YOU  
JOINING US





SORRY, BLAZE,  
IT'S NOT THAT  
EASY.

HERE, TAKE THIS,  
CAPTAIN--

MURPHY!  
YOU GOTTA BE  
KIDDING!



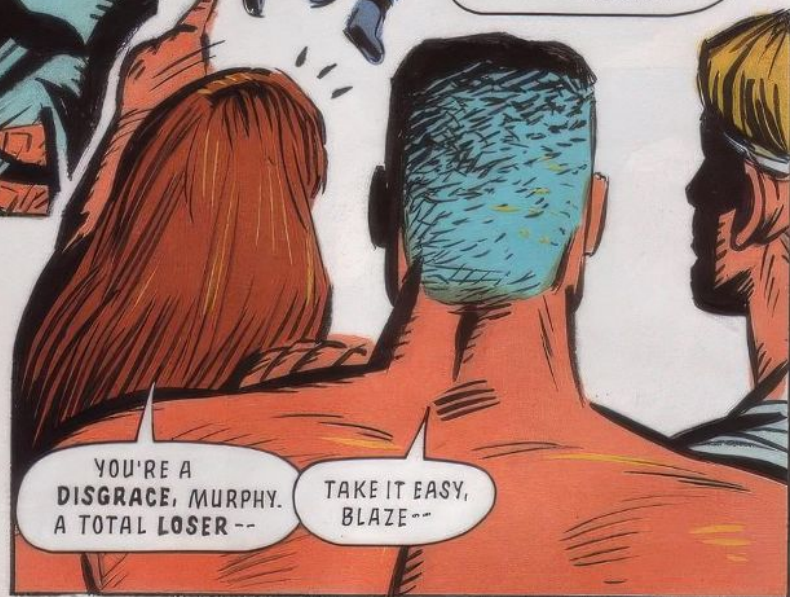
NO JOKE, BLAZE. I'M  
SORRY. I'VE GOT A WIFE  
AND KIDS BACK HOME  
TO THINK ABOUT!



MURPHY'S A GOOD COP. HE'LL  
BE THERE IF WE EVER REALLY  
NEED HIM.

BESIDES, WE'RE  
GONNA NEED SOME CONTACTS IN  
THE POLICE DEPARTMENT ONCE  
WE REALLY GET STARTED.

WH-WHAT  
DO YOU MEAN,  
MAX?



YOU'RE A  
DISGRACE, MURPHY.  
A TOTAL LOSER--

TAKE IT EASY,  
BLAZE--



ONCE WE GET INTO  
SOME REAL ACTION!

THIS WAS JUST A  
WARM-UP! LET'S  
HIT THOSE  
STREETS!

THE END--OR THE BEGINNING?  
COMING SOON--SKATES' STORY!



# Q Zone

## Q&A SPECIAL

Welcome to another Q Zone Special. Once again, STC's Games Guru, David Gibbon has been pulled off the shelf to air his views on the barrage of questions fired Q Zone's way!

### Mega Drive

#### ECCO THE DOLPHIN

**Q** Please could you give me advice on how to destroy the Skull on the Welcome To The Machine Level of **Ecco The Dolphin**, as I cannot get any further?

Mrs Nicky Outram [age 22], Rochdale, Lancs.

**A** It's great to see STC has a wide readership age (from four to ninety-four!) The final guardian isn't as tough as you might think though, Nicky. Just try this:

When the Skull appears, shoot each eye ten times using Ecco's Sonar. Then ram its Jaw at least three times. To finish it off, ram the side of the Skull several times. Also, make sure you kill the Squid swimming about, so they don't get in the way.

#### REVENGE OF SHINOBI

**Q** Do you have a cheat for **Revenge Of Shinobi** on the Mega Drive? Don't give me the infinite Shuriken cheat, as I already know that, but any other help would be greatly appreciated.

William McAsee, Millerston, Glasgow.

**A** How about a cheat that allows you to keep on gaining extra lives, William? OK, here goes:

While in the second stage of level four in the Motor Mill, it's possible to gain two lives while losing just one. Shoot at the base of the first conveyor belt using a double shoot, and spray jump. A special Musashi symbol will appear. Get onto the conveyor belt and allow it to carry you backwards off the end. You'll lose one life, but gain two. This can be repeated over and over again to build up a decent number of lives.

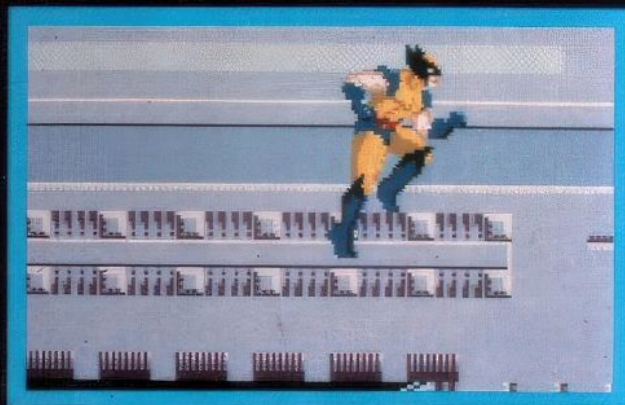
#### X-MEN

**Q** In STC issue five, you gave a tip for **X-Men** on the Mega Drive which allowed access to any level. I cannot find the access panel you mentioned. Please be more specific.  
Andrew Daley, Eccles, Manchester.

**A** How sad, Andrew. I am sorry you couldn't find the access panel, but your wish is my command. For you and everyone else who missed it, I shall repeat the cheat:

When the screen shows 'Press Start Button', hold A, B, C and Down on controller one, then press Start. Now plug controller one into port two. When the picture of Magneto appears, press Start to play.

After you have selected your X-Man, go right to come to the access panel (see screenshot). Each tile represents a level. Just stand in front of your choice and press Down and C. An added bonus - if your health is running low during play - pause, then unpause the game to restore it fully!



#### FATAL FURY

**Q** My favourite game on the Mega Drive is **Fatal Fury**. Can you give me a cheat for infinite continues, please?  
Ankit Patel, Tamworth, Staffordshire.

**A** Mmm, let me see, Ankit. You're looking for a cheat for this rather average beat-em-up. Ahh, here's one that gives infinite continues:

When you lose a game and the continue screen appears, press Up, A, B, and C together. Keep pressing them to increase your credits. See...all you had to do was ask!



## SMASH TV

**Q** I cannot get very far with **Smash TV** on the Mega Drive. Please could you give me a level select as I'm desperate!  
David Robson, Great Sutton, South Wirral.

**A** Calm down, David. Fortunately, I have a level skip to get to any of the levels in the game:

On level one, press Up, Down, Up, Down, Left, Right, and Left to leap up to the Mutoid man. Then, press Down, Down, Left, Right, Up, Up, Right, Left, Down, Up, and Down.

## ROLO TO THE RESCUE

**Q** My mum bought me a Game Genie, but when I entered the code for **Rolo To The Rescue**, it didn't work. Do I need a special code to enter first? Please, please help.  
Ashley Shurety, Leominster, Herefordshire.

**A** Sorry to hear you're having trouble, Ashley. But you are correct in thinking a master code must be entered first. Try this:

Start by entering: R19TR60L, then ACLAAAGJ, and AK6AAA3Y. You should now be invincible with infinite lives.

As a last resort, and for everyone else that owns **Rolo**, here is an ordinary key press cheat that gives you infinite everything, plus a level select: Wait for the title screen, then hold Up, Left, A, and C. Keep them held and press reset. Continue to press the same buttons, and after a few seconds press B.

## Master System

### BUBBLE BOBBLE

**Q** We are having real trouble with **Bubble Bobble** on the Master System. I have had the game for over a year, but still can't find the Red Mirror and the Key to get through the final round. Can you help?

Amy & James Jones, Rhodes, Middleton, and Andrew Brown, St James, Northampton.

**A** Still playing that old game eh? Well, I have two cheats, a Secret Room, and an answer to your problems! I'm just too good to you.

To make things much easier, start the game and lose all of your lives and continues. Now start a new game and you will find it much simpler to play. Bub will also have the holy water potion.

Enter the password: 3V35NLLE, for a level select.

Reset the game to enter the Secret Room, and select a one/two player start. On the first level, fire bubbles at the first three enemies, but don't burst them. When they turn red, fire bubbles at them again, and repeat fire. After a few seconds, a door will open revealing the hidden room.

The key is essential to Bub's progress. This can be found on level 115. Don't complete the level until a door has appeared. Kill the fire breathers and wait. Enter the door, and the Red Mirror will be yours. Jump through the bottom gap, and as you fall through the top, keep firing bubbles to encase the baddies.

Head directly for the door, avoiding confrontation. On to level 195. Again, head straight for the door. Once through you will see the Green Mirror. Pick up the final icon to prepare for the final guardian.

## JUNGLE STRIKE

**Q** I am getting **Jungle Strike** on the Mega Drive this Christmas as a present. Could you give me a cheat or level codes?

Paul Woodburn, Gateacre, Liverpool.

**A** Unfortunately, Paul, there are no cheats available as yet. However, I can offer you a complete list of all the passwords:

LEVEL	PASSWORD
1	RXVWT74MYR7
2	9WT7NHCFVNY
3	X7NL4SHCYRN
4	VL4S6MGZBVP
5	WS6MHPZF9TJ
6	TMHPGCFDYRL
7	7PGCZJYK3XM
8	NCZJFD3BRWC



## Game Gear

### COLUMNS

**Q** I am having great difficulty as I recently bought **Columns** with the Game Gear. Could you give me a cheat?

Richard Thurman, Ilford, Essex, and Ashley Park, Co.Tipperary, Rep. of Ireland.

**A** Unfortunately, after searching through my thousands of cheats I still couldn't find one to make the game easier.

However, I have found an alternative ending:

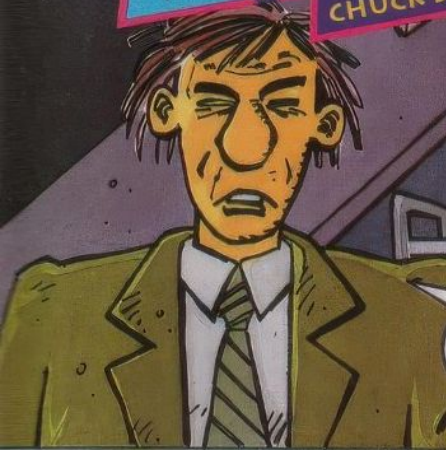
Go to the flash mode and select a block starting height of nine. Choose your difficulty level and start the game. Now end the game. When the flash mode demo finishes, a different ending will follow.



# Decap Attack

STARRING  
CHUCK D. HEAD!

PART 1



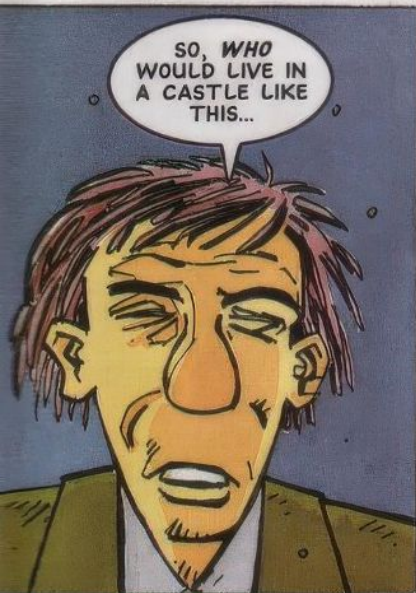
HERE WE CAN SEE A VERY IMPRESSIVE GOTHIC-STYLE LABORATORY.

NOTE HOW PROFESSOR FRANK N. STEIN AND HIS ASSISTANT, IGOR, ARE HELD PRISONER AND BEING FORCED TO CREATE AN ARMY OF THE UNDEAD.

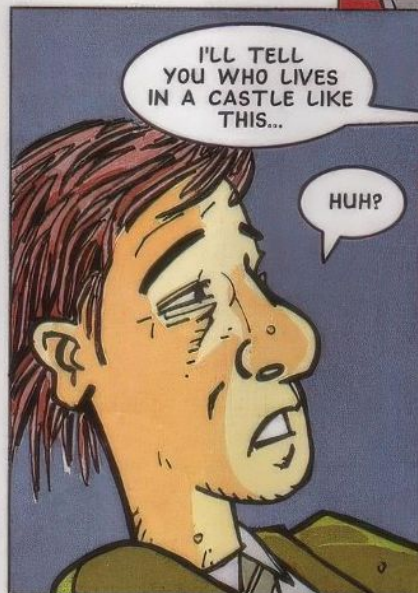
HUH, WHO IS DAT?

LOOKS LIKE LOYD GROSSMAN TO ME...\*

\* IT DOESN'T LOOK MUCH LIKE HIM TO ME - MEGADROID.



SO, WHO WOULD LIVE IN A CASTLE LIKE THIS...



I'LL TELL YOU WHO LIVES IN A CASTLE LIKE THIS...

HUH?



...I DO!

ULP! MAX D. CAP...



SHOW MISTER GROSSMAN OUT WILL YOU PLEASE, BULLHEAD?

A PLEASURE BOSS!

URK!



AAAAGGHHH!!

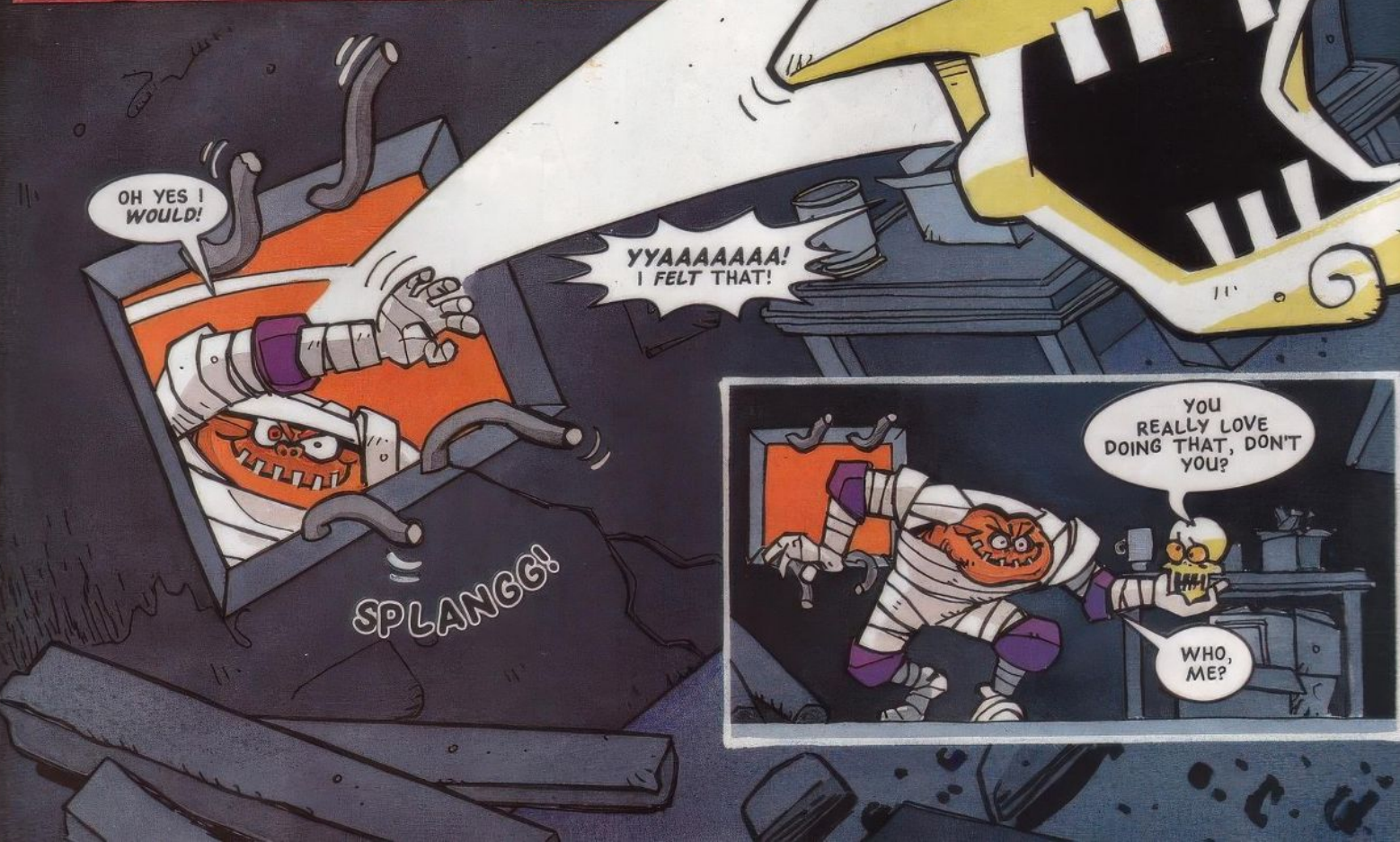
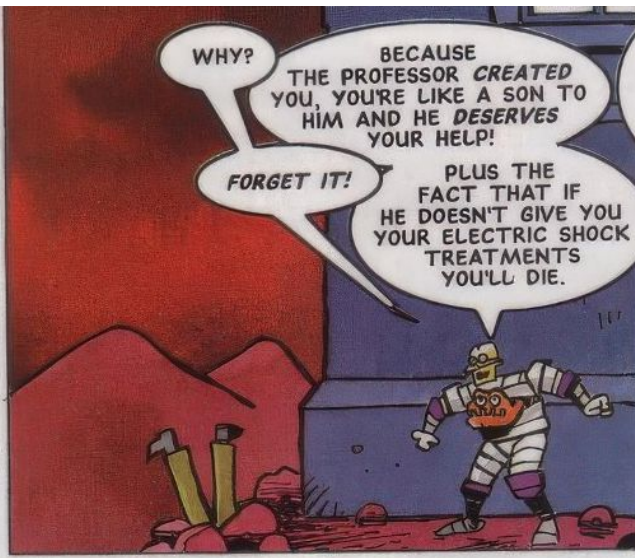
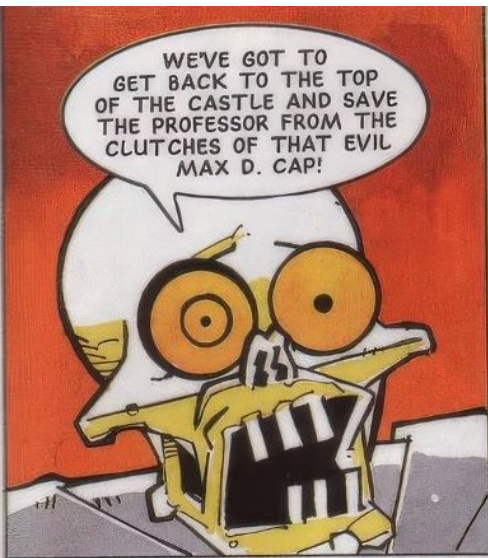
HEY LOOK! THAT'S WHAT HAPPENED TO YOU, CHUCK!



LOOK, HEAD, IF THE FALL KILLED ME HOW COME...

THE PROFESSOR GAVE YOU THREE HEARTS. OF COURSE ONLY TWO ARE WORKING NOW - SO I'D TAKE CARE IF I WERE YOU!







TIME PASSES... QUICKLY.

HEY!  
WILL YOU  
LOOK AT  
THIS!

UH, CHUCK?  
I REALLY THINK  
YOU OUGHT TO LEAVE  
THAT ALONE.

STUPID  
PLACE TO  
LEAVE A STAKE.  
COULD HAVE  
SOMEBODY'S EYE  
OUT THAT  
COULD!

BUT... BUT...  
WHAT IF THE  
SKELETON BELONGS TO  
A V... VAMPIRE?

A  
VAMPIRE?  
ARE YOU OUT  
OF YOUR  
SKULL?

HEY,  
THAT WAS  
ALMOST A  
JOKE! \*

\*NOT IN MY OPINION  
- MEGADROID.

RAAAAGHHHH!!

BLOOD!  
I NEED  
BLOOD!

BOY, THIS  
OUGHT TO LIVEN  
THINGS UP AROUND  
HERE!

YOU'RE  
IT!

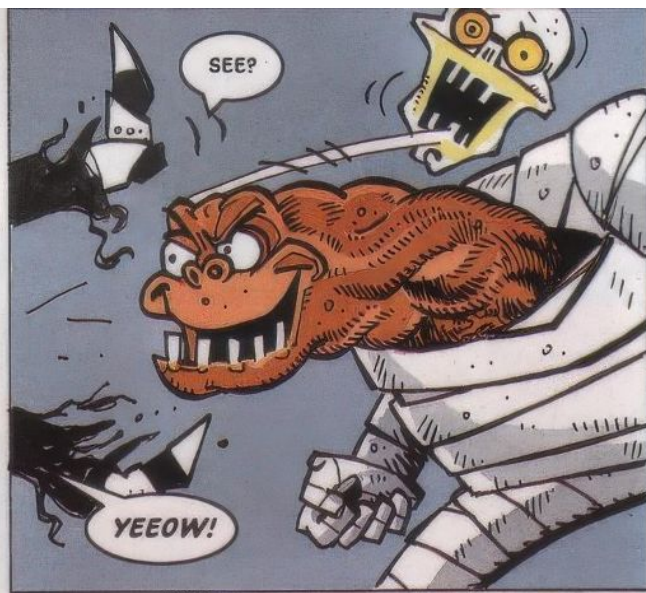
'MAYBE  
IT'S A VAMPIRE'  
I SAID. BUT DO YOU  
EVER LISTEN?  
OH NO...

OH  
SHUT  
UP!

YEAH,  
MY KIND OF  
VAMPIRE!

EEK.







# SPEEDLINES



Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



## Splashing Times!

Dear STC,

The first time I read STC was issue seven. I thought it was excellent and I wondered if it would be possible to make a strip about ECCO THE DOLPHIN. Also, could you tell me if it is hard to make comics?

Johnathan Heald, Leeds. Sonic Water Fun Game Winner.



You and thousands of others, Johnathan, have all been asking for ECCO, so stand by to see him surface in the next issue. To answer your last question, I'm sure the humes involved would have you believe that it's tough making comics, but they should try being a droid for a day. They'd really find out what real work is!

## Wide-Eyed And Sonic-Less!

Dear STC,

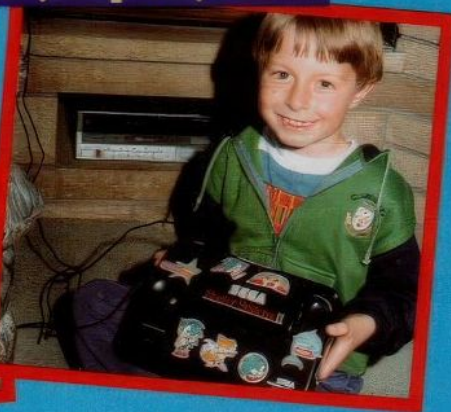
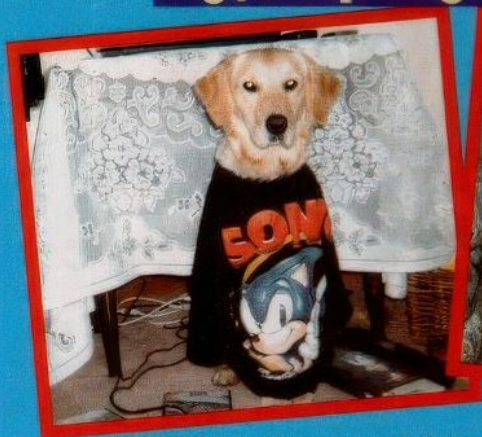
Why did you say in issue seven that there was a possibility of STC doing a CHUCK ROCK strip? This is impossible because CHUCK ROCK is made by Virgin and STC is an official Sega comic.

William Evans, London. MD and GG owner. Sonic Water Fun Game Winner.



Well, William, although STC is an official Sega comic, the humes in charge are able to consider any characters that appear on Sega game systems. So keep watching these pages - there are big surprises to come.

## Spot The Sega Player!



One of these Sega players is Richard Clayton of Leicester... and the other is not! Spot the difference? (don't write in!) Both Boomers win Sonic Water Fun Games, but the hairy guy in the black T-shirt must send in his name, address and paw print to claim the prize.

## One Track Mind!

Dear STC,

I used to like The Dandy until I saw STC in my newsagents. I thought it looked so brill that I read it all the way home. When I got there, I tripped over the dog and landed on the couch.

Anthony Laven, Liverpool. Sonic Water Fun Game Winner.



At least there was a soft landing, proving you're a lot luckier than the dog!

## Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



Infamous would be more appropriate, Jonathan. Are you sure you're not another hume-version of a wizened young couch potato?!





## NEXT ISSUE

IS **13** YOUR UNLUCKY NUMBER?

NOT IF YOU'RE READING  
**SONIC THE COMIC!**

## NEW!

### ECCO THE DOLPHIN

The series you demanded  
starts next issue!

## NEW STORY!

### GOLDEN AXE

Axe, Gilius and Tyris are back  
for a brand-new adventure!

## FREE GIFT!

Get your fabulous  
**STC BELT CLIP FREE**



and get recognised  
wherever you go!

## PLUS!

SONIC • DECAP ATTACK •  
A MEGA NEW COMPO • TONS MORE!

SONIC THE COMIC **13**

ON SALE SATURDAY NOVEMBER **13th\***

**£1.10**

\*HOW LUCKY CAN YOU GET!

## DATA STRIP

Fill in & send to:  
**Sonic The Comic,**  
25/31 Tavistock Place,  
London WC1H 9SU

## WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

## HOT-SHOTS ONLY!

Enter your high score or  
achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

## GAME INTO STRIP

What SEGA game would you like to see  
as a STC strip in the future?

I THINK.....

.....

would make a great comic  
strip in STC

## MEGA HITS THIS ISSUE!

List your three favourite stories  
in this issue in order of  
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 12

OF **STC?**

%

